

CHRISTMAS 1988

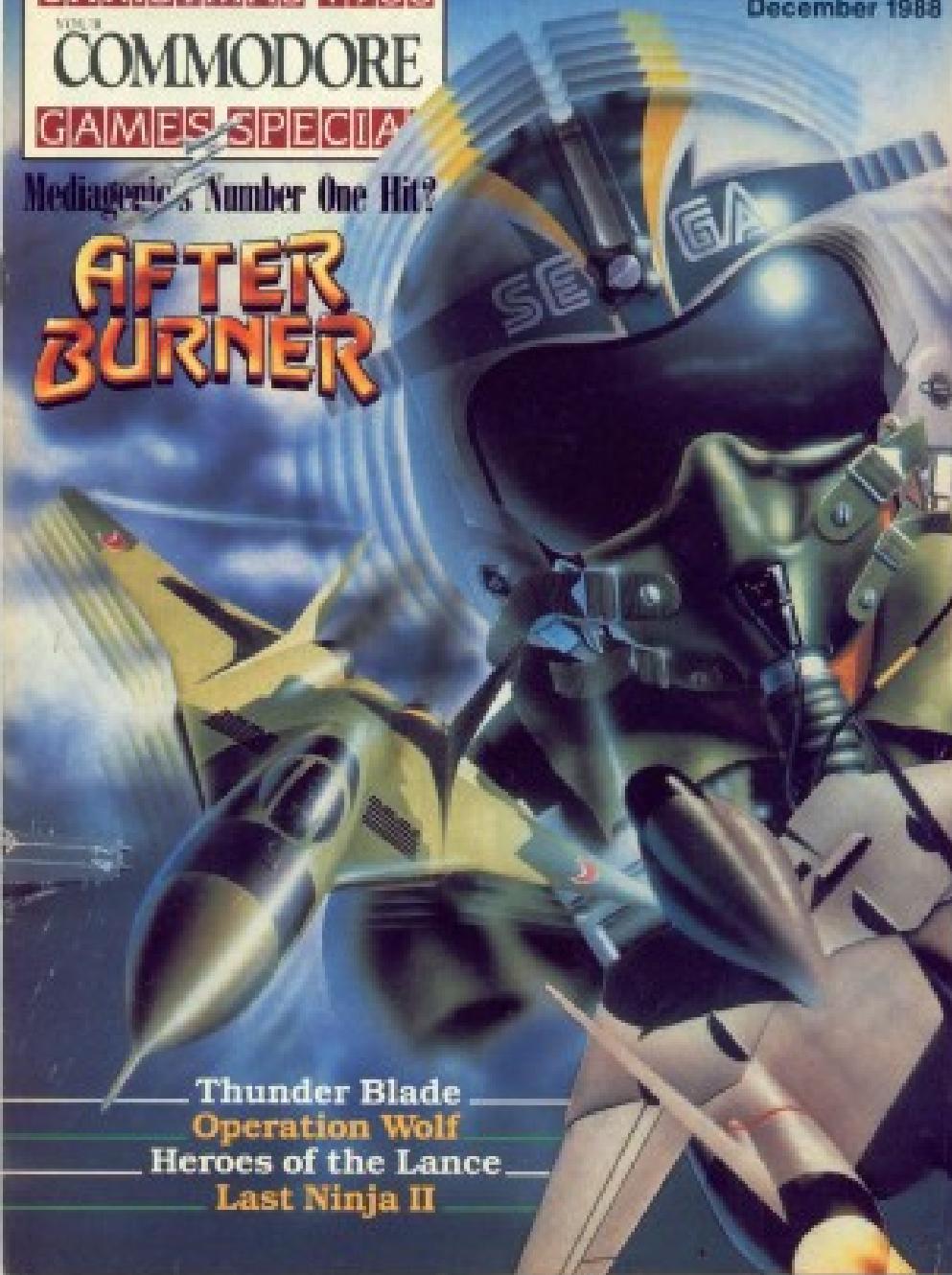
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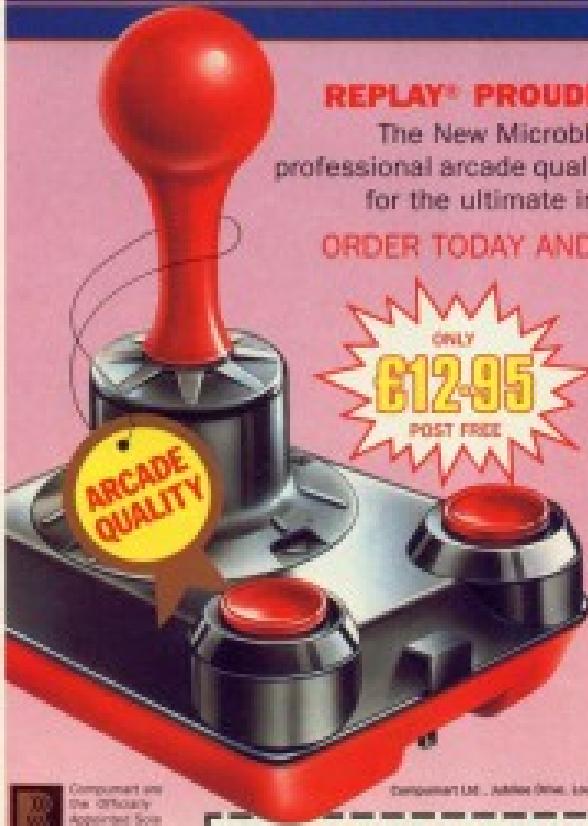
Thunder Blade
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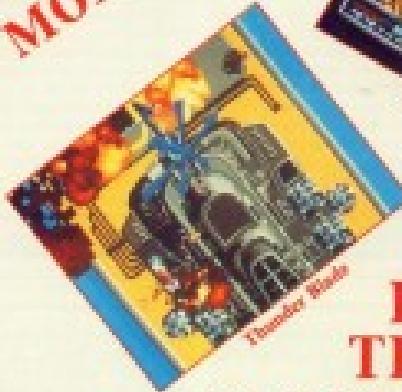
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Afterburner

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THIS
SUPPLEMENT



Times of Lore



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GAMES SPECIAL

Last Ninja III

When the Last Ninja appeared and caused mayhem with its superb mix of graphics, adventure and puzzles, conquered the charts, swept the awards and showed just what was possible with eight-bit machines, everyone agreed that it was the last word in kung-fu games. It was also inevitable that there would be a sequel.

Once again, you need don the black suit and mask of the ninja and take up your sword for the inevitable conflict that is sure to follow. In this game you will face foes even more dangerous than the fire breathing dragons of the original, in a land more treacherous than the swamps, modern day New York. As Arkansas, the Last Ninja, you have been sent by

the ancient gods to seek out and defeat your archenemy, the evil Shogun Kankoku.

Six different sections packed full of riddles, traps, corrugated caps and even knife-throwing juggling will challenge the arcade players, whereas those who like to match their reactions with skill will enjoy the puzzles on the way to the showdown with the evil Kankoku. These aren't puzzles that you will have to ponder over for weeks and then type in possibly aimless adventures, these are puzzles that you solve with a joystick using some logic but mostly gut-feeling and pure nerve.

Around the main areas are the usual Last Ninja displays areas where you can scroll through objects that you hold and may need to use, your

sword, slinged time, and bars that represent your strength and that of any opponent that you face. Combat normally involves blows being exchanged using hands and feet, but sometimes weapons can be used, including ones that you can hurl from a distance. As battles rage, the strength bars reduce and death visits the combatant whose bar reaches first.

The main attraction is, once again, the stunning 3D graphics that form the backdrop to the adventure. In this game you'll barge on road blocks that cover

above the streets, run the gauntlet of the drug lords downtown, face crooked cops in Central Park and then run crook-wielding muggers just around the next corner just 299. Tel: 01-431 1181. Price £19.99 (disk).

they discover that they're taking on a stage!

Eventually, you'll learn enough kung-fu moves or find sufficient weapons to keep you alive long enough to stay in the soul of Kankoku, eventually leading to the final confrontation in his hidden option den. Before this, you will have had many an hour of kung-fu arcade adventuring, leaving you hoping that this isn't the Last Ninja and looking forward to the prospect of Last Ninja 3. TH

Touchline:

Title: Last Ninja 2. Supplier: System 3 (Activision), Action Zone House, 23 Fins Street, Hampstead, London NW3 2PN. Tel: 01-431 1181. Price £19.99 (disk).

Considering their prominence in British myths and legends, it is something of a surprise to find that the Tales of King Arthur and the Knights of the Round Table do not feature more frequently in adventure games. Whilst the exploits of Sir Gawain, Tristram, Prentiss and Galahad are reasonably well known, it comes as no great surprise to discover that Level 5, in conjunction with Mandarin Software, are having their story around the exploits of Sir Lancelot, the greatest and bravest knight of them all.

The game consists of three linked adventures, following the life of Lancelot from his arrival at court, right through

to the quest that ultimately splits the Round Table, the search for the Holy Grail.

The story sticks very closely to Malory's medieval version of the legend. As Sir More D'Artie, we don't expect any Hollywood-style romanticism. Instead, the game follows Lancelot's life, starting with his birth to become the greatest knight of the age. Then come the two major love affairs, one with Elaine, during which he fathers Galahad, and the other with Arthur's wife, Queen Guinevere, which stems from his enormous sense of duty towards her.

This second affair gives Arthur's enemies the chance to

drive a wedge between him and his greatest friend. It also means that Lancelot is not pure enough of heart to actually complete the quest to find the Holy Grail, although he is granted a vision of it.

The story is accompanied by lashings of Level 5's atmospheric physics and there is no need to worry about finding the exact combination of words necessary to solve a puzzle; the Level 5 parser is still recognised by the system.

Level 5's parser is still recognised

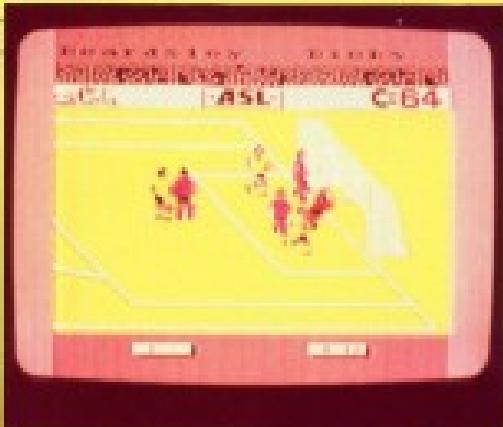
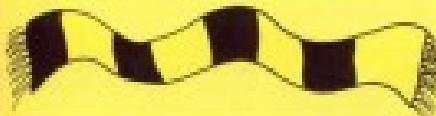
by the system. This incisive parser is worth five thousand pounds and details of how to win it are included with every copy of the game.

Touchline:

Title: Lancelot. Supplier: Mandarin Software, Europa House, Addington Park, Addington, Macclesfield SK10 4NP. Tel: 0625 879888. Price £14.95 (disk).



GAMES SPECIAL



Emlyn Hughes, the man with the spiky voice, bawling TV contracts and the clutching goals who were the numbers six for Liverpool in the 80s Shankly era, now stars in his own football game.

The best way to think of it is to look back at that all time classic, *Commander International Soccer*, that was released in 1980 and think of EHS as the updated version. However, that's only half the story because, behind the Commander Soccer gameplay, there's a strong strategy element including player statistics and League and Cup competitions.

Each player's statistics describe their running and tackling skills, fitness rating and a record in kept of the number of games they've played and the goals they scored. This information should help you choose your team for the coming matches.

During the match you are the joystick to control the man nearest to the ball, depending on who has possession, and try and dribble down the field to score. That's where the similarity ends. In EHS the player's abilities decide how well he tackles or how fast he runs which improves as already too for a diving header at goal!

In Commander's Soccer, ball control consists of dri-

bling and shooting the ball in such as the eight team Super League, where you can change the direction you're running left, in EHS, you can either kick the ball along the ground, and play to set your mate off in one the air for crosses in football. Neither was the Cup competition or championships as well. Add to that sliding tackle (whatever that is), or the tackles, diving headers and free kicks or penalties for rough charging your opponent off the ball and you've got a game in which realistic moves easily players on other sides, a novelty to build up. For example, your keeper could roll the ball out so that this is one to look out for a defender who passes it to her.

chip out to the wings (a good chip out to the wings) a good computer football game, were doing enough to convince

you that this is one to look out for.

Touchline
Title: Emlyn Hughes International Soccer. Supplier: Audiotronic, Winchester House, Canning Road, Wimborne, Dorset, BH25 7SD. Tel: 01-962 1196.

Serve and Volley

Sports simulation programs have always proved to be extremely popular and Accolade have enjoyed particular success in this field through games such as *Hardball*, and the best baseball game around. Now, they have turned their hand to tennis with their latest

title *Serve and Volley*, distributed by Electronic Arts.

There have been many tennis games before but all of them have suffered from major flaws in their plausibility or have proved to be extremely limited in scope. *Serve and Volley* includes a host of features not previously seen in simulations. Even the sternest critic is likely to be impressed.

To start with, you can choose which surface you play against, on grass, clay or concrete, each of which determines the tactics to be employed. If you get too good at the lowest skill level, you will have even more levels to choose from plus a practice mode for beginners. You can also decide whether to play a one-off match or enter a tournament playing against either

the computer or a human opponent.

Emphasis during the play is on strike selection, timing and ball placement. There are three different serves to choose from: spin, first serve and slice and the variety continues according to which of five one-off match or enter a tournament playing against either



GAMES SPECIAL



Times of Lent

"Oh, I don't like role playing games," someone was saying to me the other day. "Black upon book of rules to be learned, spells to be memorized, shapes to be drawn and having to get to grips with all the different commands and then having to learn a completely new set of instructions if I want to switch from Ultima to Bard's Tale to Phasmere."

"No," he went on, "give me something where I can just pick up a joystick and start playing immediately picking up what I need to know as I go along."

"Time of Love". I replied.

"What, a game all about policemen?", my friend countered trying to extract the Michael.

"Not that kind of law - I never aim at anything legal. It's the latest game to come from Origin, already famous for its Ultima series and it's designed for people just like you."

Of course, you will need to read the rules eventually but the game is designed so that you can start playing straight away, using a series of icons at the bottom of the screen to control your character's actions. Yes, this is an all-action, graphic role-playing game.

The story is set in mid-1960s Hong Kong. The book

well as backhand and forehand), you can hit, volley or attempt to kill the point with a devastating smash.

Each player's performance can be individually tailored. You can adjust your endurance, the relative strength of your forward and backward, and come to a compromise between power and accuracy. These statistics can be viewed at any time and you can even sit back and let the computer play for you according to your chosen abilities. Matches and tournaments can be saved at any point (one race, intended).

The screen displays the whole court from a distance.

perspective. At the top left of the screen is a window featuring what the programmers call stroke-a-stroke graphics. This is an animation frame that shows close-ups of your shots, stroke by stroke, effects.

Who knew? Saras and Valley may prove to be the one opponents that Stuji Graf couldn't beat with one hand tied behind his back! GRH

Text

of the wilderness. As you walk along the beach, you wonder if you will need to find a boat to take you to foreign shores in pursuit of your sport.

The graphic display is shown in a Grentzel-like, 3-D perspective which looks particularly effective. Objects and buildings have a considerable amount of detail drawn into them, adding considerably to the effect. Gameplay takes place in real time so you will need to have all your wits about you, as sitting and pondering your next move here

One further bonus is that you don't need a disk drive to play *Times of Lore* - it is available on cassette as a self-contained game, although further volumes in the series will almost certainly be disk.

For anyone who has not yet experienced the joys of role-playing games, or those who prefer action to strategy, *Times of Lore* could well prove to be just the game to whet their appetite. **GRI**

A screenshot from the game 'The Last Castle'. The character is standing in a room with a red door and a blue chest. The room has a stone floor and walls. There are trees outside the window.

down of Alburely is at war, leading hordes of invading barbarians. After a series of desperate struggles, High King Valwenn won the day but the conflict has taken its toll. The king disappears to seek rest in the lands of the Elven folk, owing to return after 26 years have passed.

Over 20 years have passed, though, and there are still no running brigands. As you might expect, there is an increasing amount of falsehood and rumour are also absent the like of the old King and when

members will infect the kingdom. It is known that adversaries are being recruited to us if they can sort out the trouble, at least that's our what's going on. During missions to strengthen lands are the order of the day, so you should to pledge your award to the people of Alabam.

As you wander the land, you will encounter many strange beasts and men, almost all guaranteed to be hostile. There are many places to explore: castles, deserted towns, dungeons, and the general paths.

Toddler

Table Tennis of Great Britain
Orchard Services, Marlowe House,
3 Market Place, Tetbury, Gloucestershire GL8 8DA, Tel:
(01666) 54226; Price: £29.95 (postage
£12.95 inland).

GAMES SPECIAL

Ultima V

Almost exactly one year after it was first announced, Ultima V has finally arrived. Devotees of this series, which has achieved something of a cult status, will be raiding their piggy banks in order to buy a copy of the game right now. Others will no doubt want to know how the game compares with other computer role-playing games before splashing out.

About the same length in playing time as its predecessor (100 - 200 hours), Ultima V nevertheless boasts many improvements to what was already an excellent game system.

Whole new areas of Britannia have come to light with the discovery of the New Underworld. Lord British cannot resist the opportunity to go on one last adventure that disaster strikes the party and everybody is captured, apart from one hero and who escapes to tell

the tale. The people of Britannia, now leaderless, panic and you are summoned once again to try and rid the land of this new evil.

A party of up to six characters can be created to help you on your quest although key characters will have to be made later on in the game so it might prove prudent to start off with less than a full team. Character generation is achieved by answering a series of moral dilemmas questions rather than the random rolling of dice.

The Ultima series works so well because everything within the game makes complete perfectity. There are no glaring anomalies either within the game system or the story. Items and characters not only have a purpose, but also a logical reason for being there in the first place. Weaknesses from previous games have been cured and eliminated and a host of new features added. All in all, a game that is a must for any collection. — GRH

FISH!

Here's a fishy tale for adventurers who are looking to get a new game packed with puzzles to solve and of course, red herring. Neither is this an excuse to carry on about fishy paws, besides it's not the right time or place, as don't know me all my perch and, before you go completely green around the gills, I'll tell you all about it.

FISH! is the latest game from those masters of adventure, Magnetic Scrolls, who's *Corruption* recently gained the best game award at the British Micro Awards, as you know this one's going to be good. It's also going to be rough but the superb mix of useful paws, clever puzzles and brain-teasing graphics will make the usual northwibbles.

As the game begins you are a multi-dimensional space-time operator, happily swimming

around a goldfish bowl, enjoying a spot of R&B, when suddenly a plastic castle drops past your dorsal fin and settles on the bottom of your bowl. This can mean only one thing, another mission has begun. Once again, it's your arch enemies, the Seven Deadly Paws, up to their old tricks of tormenting the fishy people of the planet. Hydrovolets, who have just built a device to stop the loss of water from their planet. Unfortunately, the Seven Deadly Paws have broken the device and spread parts of it throughout the dimension and, if you don't get them back, the fish people will have had their chips.

Swimming inside the castle allows you to find three doors that each lead into a new dimension but if you want a break from the action you can always play your favourite game, such as the Pawns, or your computer.

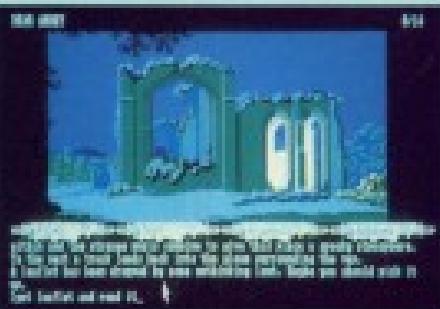


The Summoning

From mysterious, ancient castles to dark, gloomy forests in the dead of night, the 12 levels of this adventure game that completely match the master's plot line. Your objective is to find the secret staircase to gain the ultimate victory.

Touchline:

Title: Ultima V. Supplier: Origin Systems. Microfiche Ltd, 2 Market Place, Tisbury, Wiltshire SP2 8DA. Tel: (0722) 54326. Price: £19.99 (disk).



If you survive the pens and that are "guaranteed to make the missions that you go you gross", through a hole in the castle and become the head of the project

to make the device which leads you into more problems, more pens and more puzzles to solve.

This looks as if it will be a puzzle solver's adventure but before you tackle it, be warned that it contains truly awful puns (disk).



GAMES SPECIAL

“Mysteries of Big Business”—“Business at the Turn of the Year” is the title of a series of seven articles based on the “Mysteries of Big Business” series by Alexander Dunglison and Dunglison’s colleagues, which got off the press in 1886. The series was published in 1886.

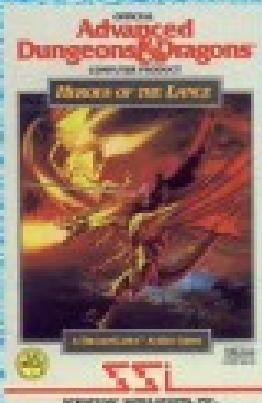
As you writing from the left, however, will focus on *Resistance* and, with some of *Teal Communication*, SFT has apparently focused on the three traditional components making up the work of therapy, namely, 1) *Self*, the need for action within the helping relationship, and 2) *Intersubjectivity*, the shared experience of the psychological world of clients. Much more, however, and, indeed,

The game is not only about the ATM cards, but also the monetary transfer system of the electronic funds. This means anything can happen, so don't worry, the transfers are guaranteed. Doubleclick and Doubleclick and Doubleclick. Doubleclick, your party will always be there.

THE UNIVERSITY OF TORONTO LIBRARIES

Rôle-playing games are not renowned for their sound effects but *Neuroshima* features a soundtrack originally written for the game by Deus. At this point, I should point out that I have never heard of Deus and so I'm not sure whether this is a good or a bad thing. Apparently the song *Some Things Never Change* stands a good chance of being released as a single or presumably some other移植作.

Should you get totally stuck, I suggest that you could always read the book or, if you are too lazy even to do that, you can wait for the files to be released. Remember though, this is a lot more sensible than leaving rude messages on bulletin boards. Hacking can seriously damage your health but think of the rewards if you succeed. **CHE**



卷之三

It is fair to say that nearly all the role-playing games released for the home computer market so far have been fantasy based. This is fine if you enjoy talking to dwarves or slaying dragons, but not everybody sees themselves as a fantasy hero and, instead, prefer something a bit more bland. If you fall into this category, then *Narratives* might be the game you've been looking for.

The game brings together two mighty forces. William Gibson and Interplay. Based on Gibson's novel which won the Hugo, Nebula and Philip K. Dick science fiction awards, the game has been created by Interplay, best known for their epic fantasy trilogy, The Bard's Tale.

The year is 2057, the place Japan. Greed is the dominating force in a compact world, a world which is linked into a giant computer. Information on any subject you care to name is instantly available from world communication networks. You play the part of a

A screenshot from the game 'The Last Remnant'. The character, a man in a blue jacket and dark pants, stands in a room with light blue walls and a large window. Outside the window, a city skyline with several skyscrapers is visible under a clear sky. The room has some furniture and a potted plant.

juristic backer. This pursuit is not only lawless upon everybody but is also risky in extreme because anyone caught in the act is likely to find their file experience suddenly reduced to zero.

As the hacker, you scan the streets of Japan looking both for better equipment and, as always, for more information. A tip here, a password there, anything so long as it allows you further into the system, for wherever systems like software controls the world.

One possible task is to find a way into the government and corporate computer systems, or how about using your software to infiltrate the ICE (Infrared Communications Electronics) that is used in protective layers to guard the Cyberspace domain.

Once inside CyberSavant, you may find that you are no longer alone and that there are other people willing to share their information with you, for a price. The more you learn, the more you are able to learn.

Introduction

Telco Measurement Supplier:
Electronic Arts, Langley Business Centre, 11-49 Station Road, Langley, Berkshire SL3 5YN. Tel (075) 44642. Price TBA.

GAMES SPECIAL



content contains a sequence that can change from frame to frame, such as up to show the direction of the planet's rotation. Basically, you can do it. You can say 'glide' along without using the scroll or zoom buttons. This makes the 'force' and the other skills you can keep the vehicle moving at your will. It's a smooth, fast and light operation, without slowing down a tick, and lots of thrills, power and control throughout.

The graphics are superb. The style of weapon effects, for example, the way the differ-

ent rolling, going, roll, would affect the vehicle's tactics, because they can't see them. It's not enough for the game to add a 'force' attack, there's a 'blaster' attack, which is a blaster, a blaster with force, whereas the blaster, we can say, 'attack'. That's a good point. Blaster, which has different speeds, etc., etc., so position. Blaster, we can go,

protective, through, attacking, attacking, attacking, which adds the chance of being hit. So the weapons include lots more protection possibilities than the original Star Wars.

The game is clearly physics controlled, which was well received, especially by those who believe in a little early exposure to what you really feel you can do with characters and objects.

The game is a bit early, though, so you may prefer characters and objects to be more like characters and objects.

Weapons, though, they're available.

■ **Touchline**

Title: Return of the Jedi.

Supplier: Lucasfilm, C7002, 9.

Released: May.

Price: £39.99 (Amiga), £34.99 (Mac).

Afterburner

Afterburner, the game that got off to a flying start in December, started the arcade industry with its climb, pitch and roll, game for arcade users. Sega's simulator console will soon appear on the C64, thanks to licensed by replacing the usual Activision's massive development team of programmers, simulator that moved in with artists and musicians. The response to the controls. The hydraulic simulator certainly completed and Afterburner is ready added to the Afterburner exper-

ience, but would the public think it was worth the extra money they would have to pay on such as £1 a game? They did, in droves, and it shot up the all-time chart and became the number one arcade game.

Just because it was an arcade smash doesn't mean it won't convert well. In fact, many said it couldn't be done. After all, a C64 doesn't compare with an hydraulic simulator controlled by a computer with three megabytes of memory!

Work on the game began at Activision's Software Studios back in March and it has been taking shape, making the team confident that Afterburner will be ready in December.

Your craft is an F-14 fighter and, as you'd know if you played inside the arcade version, it's a plane that's capable of some amazing speeds and breath-taking manouevres. Armed with a cannon and a small, but important, number of 'laser' missiles, the F-14 is sent on a deadly mission to intercept enemy planes. This will be far from easy as the sky

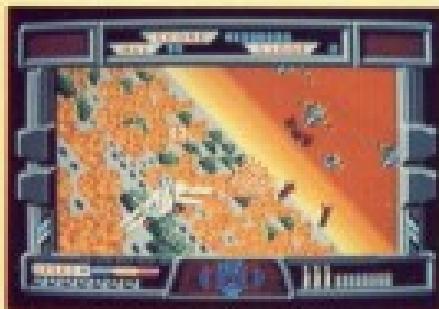
rapidly becomes crowded with enemy aircraft, balloons and missiles.

Supersonic flights have little in common with these flights with Spiders because everything is now computer controlled and happens in a instant. The C64 version promises to have all the fun of flying action of the original, including a full 360 degree roll. Even this freedom of movement may not save you from the enemy fire and you'll get a painful close-up of the superb graphic landscapes as you plummet downwards in a ball of flame.

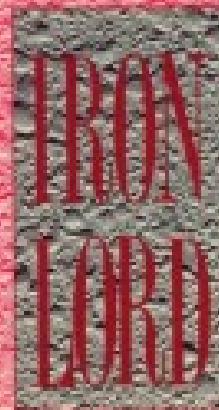
It will be the pathplay that makes or breaks Afterburner and it's got plenty to offer, my favourite part being the locking on, launching and eventual impact of a missile as it takes out an enemy plane.

■ **Touchline**

Title: Afterburner. Supplier: Activision (Midnight), Activision House, 23, Pond Street, Hampstead, London NW3 2PP. Tel: 01-431 1111. Price: £39.99 (Amiga) £34.99 (Mac).



GAMES SPECIAL



For an additional
level of specificity, we
selected patients with
known primary hypertension
as negative for stroke. Some
patients were at high risk
and some were not.
Cohort II included patients
from both the United States
and United Kingdom who
had been hospitalized for
stroke.

I have not seen anyone U.S. born before. This has a "young" quality, a purpose, and has recently added a marketing dimension. Furthermore, it is well planned, often very good, and very fresh.



Regina, 20th June 1911.—The government has issued a circular to all the provincial and territorial departments of health, asking that they make arrangements to receive and care for persons who have been exposed to the smallpox virus. The circular states that the disease is now prevalent throughout the country, and that it is important that the public be protected against it.

—Ain't the Mighty Atom King, in the Crystal Palace of
the Universe? Please call the Reveller who would be a "Mighty Atom"
and an Envoy of the "Unity of Creation." Hurrah! Hurrah!

On the other hand, the *lateral* movement of the head is a common feature of all vertebrates, especially among those which have a well-defined neck, and is used to some extent by almost all animals.

Topic based phased power-law
BC classification strategy. In
Phase one, predict article on the
following topics. (Phase 2 will be)

Proprietary
Price: From £200-£300. Supplier: Un-
known. Electrophysiology: No. 4-18.
Stimulus: Pulse. Length: Variable
0.1-2.0 ms. Response: Variable
Price: £100.

www.nature.com/scientificreports/



GAMES SPECIAL

ROCKET RANGER



It's a game for the computer, and it's available now. It's called "Rocket Ranger" and it's a game that's been developed by a company called "Interactive Media". The game is set in a futuristic city where you play as a rocket ranger who has to defend the city from alien invaders. You can use your rocket launcher to shoot down enemies, or use your jet pack to fly around the city. The game is set in a futuristic city where you play as a rocket ranger who has to defend the city from alien invaders. You can use your rocket launcher to shoot down enemies, or use your jet pack to fly around the city.

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GAMES SPECIAL

The Games Summer Edition



It had to happen. When Epyx released the Games Winter Edition in the summer I just knew the Summer Edition was coming in the winter. I also knew it would be worth the wait.

The 'Games' series have always set the pace for sports' simulations and seem to get better and better, confounding those who thought the series had to end with Winter Games. This is the fourth - comprehension since then and the seventh overall.

Now eight players can represent any of 24 countries, each with their own flag and national anthems, in eight quad-

leg events. You'll need both strength and timing to clear the bar in the decathlon pole vault event but that's just a taste of things to come because next you get a chance to try a circular swing, also turn or long jump flip while going through your routine on the

unparallel bars. The grenade rings is another equally demanding event in which you strive to perfect inverted hangs, shoulderstands and the passing pikes as you try to impress the crowd, judges and go for Gold.

The Hammer event

demands strength and power to hurl the weight further than anyone else whereas, in contrast, diving requires precision and agility. Finally, there are still the grueling cycling, hurdles and archery events to test whatever abilities you have left after that lot.



Thunderblade

US Gold is in the enviable position of being poised to have its third consecutive Christian number one smash hit. In 1986, it was the intrepid, magic and mysterious of Gauntlet, last year it was Outrun, and this year US Gold are putting everything behind this non-stop conversion of Thunderblade.

Thunderblade is actually the arcade sequel to Sega's Alakazam which in Megadrive's tip for the top. Will these two go head to head for the top spot? That will only become clear by Christmas because both are scheduled for December launches.

The Thunderblade of the title is a mean flying machine that boasts with accurate and sophisticated weaponry and has the power to outmanoeuvre even the latest jet fighter. It will be your job to fly this on four missions.

Your first mission is relatively simple you have to blast your way through skyscrapers under

a constant onslaught by a military ship, assisted in its persistent enemy. The graphics here are particularly impressive as you can sweep down and climb up between the towering skyscrapers, adding depth to a game that's shoot-em-up for the last time.

If you survive the city attack, you then fly out to sea to attack what's described as a

a constant onslaught by a military ship, assisted in its persistent enemy. The graphics here are particularly impressive as you can sweep down and climb up between the towering skyscrapers, adding depth to a game that's shoot-em-up for the last time.

In the first two missions, the game is played as if you were looking down on top of Thunderblade. As you head back inland, it's time to change your view to a head-on display for

opposed to heads up. You still see Thunderblade but this time it's heading straight towards the action. Enemy fighters and gunships constantly fire at you as you fly through a rocky canyon and then onwards into dense, lush forests. This flying display adds a new feel to the game and I wonder how many will prefer the top down style to the full frontal assault. Either way, the action is still nonstop and the graphics superb.

Thunderblade has been selected as the Pip-It Challenge Game of the Year and is therefore sure to get the promotional support of this critics' panel. How about, 'Pip-It quenches your thirst'. Thunderblade quenches your thirst for action.

Whatever the ads may say, prepare for take-off in December and look for this high flyer shooting straight to the top.

TH



Tourline

Title: Thunderblade. Supplier: US Gold. Units: 30k. Hailed Way, Hailfield, Birmingham B6 7AX. Tel: 021-255 3388.

GAMES SPECIAL

Even the briefest look at a Games Summer Edition screenshot will show the improvements in graphics that have developed from side-on views to 3D almost TV-style presentation. For example, the cycling screen is split into three, two 3D sections depicting each rider with the third showing their positions on the track. Similarly, the archery screen includes an inset so you can zoom in on your bowmanship, and the hammer throwing begins with a close-up of the competitor in the nets and then zooms out to cover the throw. All this adds a new dimension to the Games Edition.

The Games Summer Edition goes further still and is more than just another collection of events. There is a coaching manual in the instruction book as well as a slow

motion, action replay option for the gymnastic events so that you can closely examine your technique to correct any tiny errors that have stopped you scoring maximum.

Egypt's Games have already set new standards with a series of superb sports simulations and, although this Summer Edition will appear long after the Olympics have left town, it will be the sports game to obtain to beat for the next four years. **TH**

Torchlight

Title: The Games Summer Edition. Supplier: Eggyx (£15 Gold Unit 2/3 Hallend Way, Holford, Birmingham B6 7AX. Tel: 021 596 5388. Price: £9.99 (game) £14.99 (disk).

Around the World in Eighty Days

Question: What's green and goes round the world in eighty days? Answer: Phileas Fogg!

Pandora may not be the best-known software house in the industry, but they are beginning to develop something of a name for themselves. Their first release, Eagle's Nest, was one of the better Gauntlet clones, released at a time when there was a spate of them, noteworthy because it was set in the Second World War rather than against the usual fantasy background.

Now, they have turned to the classics for their latest title which is based on the book by Jules Verne and programmed for them by Rainbow Arts. It's a sign of the times that most people will probably be more familiar with the classic version rather than the book, even the press release states that there is only a passing relationship between the book and the game.

The journey starts with a bet. Relaxing in his London club, the Reform in Pall Mall, Phileas Fogg (not Phineas as is usually written) makes a bet with five of his fellow members. The amount is twenty thousand pounds - a huge amount in those days - and the subject of the wager is that he can make a tour of the world in eighty days (1873), or less, returning to the club whence he started.

Planning only to return home to pick up both his manuscript *Passport* and his carpet bag full of money, Fogg's trip begins, only to develop very quickly into a series of adventures. The journey is scheduled to pass through India, Japan and North America although, naturally, you will find yourself making the odd detour. The best laid plans of mice and men...

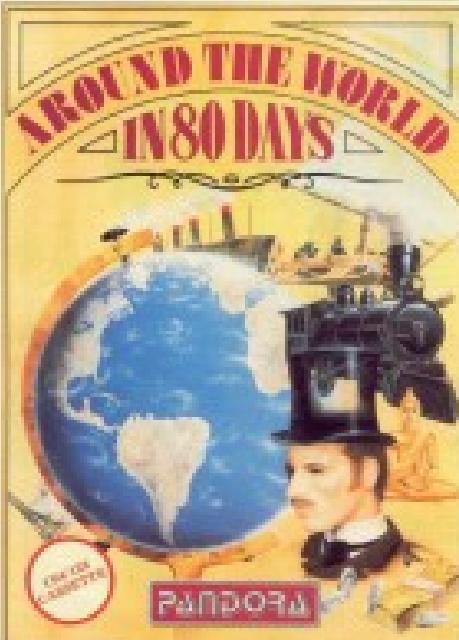
Money management is crucial to the game. Starting with twenty thousand pounds (not your personal fortune), you have to ensure that you always have sufficient funds for tickets, bribery and nearly other emergencies. Amongst the modes of travel used are train, an assortment of water-borne vessels and elephant. To hinder your progress further, there is the evil Mr Fix, an insurance detective convinced that Fogg was responsible for a large bank robbery, who is not to thwart our hero at every turn.

The game combines arcade sequences with strategic planning of your travels and you can expect to have to battle your way out of an Indian temple, find a path across the jungle, avoid a pack of marauding wolves in North America, escape from the London dungeons and even perform an acrobatic display to get yourself out of another mess.

The game combines arcade sequences with strategic music and sound effects to match. As everybody knows, Fogg managed to win his bet by virtue of travelling round the world east to west and effectively gaining an extra day when he crossed the International Date Line. Now it is up to you to prove that it was no fluke. **GRH**

Torchlight

Title: Around the World in Eighty Days. Supplier: Pandora, Mercury House, Callens Park, Aldermaston, Berks RG7 4SY. Tel: 0118 971662. Price: £9.99 (disk).



GAMES SPECIAL

OPERATION WOLF

Operation Wolf

This is arcade action at its best. Armed with a few sub-machine gun clips and enough rockets to keep the main enemy assault at bay, you must blast your way through villages and swamps and jungle scenes to rescue a group of hostages, in seven action scenes of combat.

The screen display is split into two with the right-hand side occupied by a display showing the amount of ammo you have left, your all-important score and the number of enemy soldiers, tanks and helicopters remaining in this section of the game. It's unlikely that you will ever have time to gaze this more than a passing glace for, as soon as you're sighted, your boot, did your bullet into its shoulder depth and released the safety catch on your automatic sub-machine gun, the enemy quickly arrives.

The main chapter, a 3D view of the village, jungle clearing or swamp that you're in, begins to scroll slightly as the attack begins. In this game it pays to keep moving.

Suddenly, they're on you. Enemy troops charge at you with guns blazing and only well-aimed shots can save you. After mowing them down, there's no time to congratulate



yourself in another wave attack. This time they've brought in reinforcements as paratroopers land to join in the assault. Just as you're about to cut them down before they land to hurl their grenades at you, a soldier appears right in front of you and has poised to fire!

If you survive that let you may even stand a chance against the tanks that roll across the screen. You can take them out either by scoring several hits with your gun or by launching one of your rockets at them and then watch the flames engulf them. The choice is yours but, either way, it must be destroyed before it destroys you.

If you think the tanks are bad then just wait until the helicopter gunships appear. These have to be taken out by rockets or you won't live long

enough to try anything else.

Even the helicopters wouldn't be too difficult on their own but when you're facing a gunship, tank and a selection of paratroopers and ground troops, things start to get a little difficult and that's not one of those games with a smart bomb to get you out of trouble when the going gets too tough. You have to fight it out to the bitter end.

Unfortunately, you can't just keep the fire button pressed and blast anything and everything that moves as you'll quickly run out of ammo and shoot some of the innocent civilian citizens that always manage to get in my way. This not only troubles your conscience but also your score as you lose points.

It's not all bad news because you'll also find extra packs of bullets and rockets to boost yourself and bottles of medicine to patch up your wounds and let you fight a little longer.

If you like your games fast and tough then you'll love Operation Wolf. It's been a smash hit in the arcades and is sure to repeat its success on the C64.

TH Thunderrider

Title: Operation Wolf Supplier: Ocean, 6 Central Street, Manchester, Lancs M2 5NS. Tel: 061-812 8611.

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